

**Page 9, paragraph 4, which bridges over to page 10, replace it with the following new paragraph:**

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The differences in image display at the scene-to-scene boundary regions between moving mode and fighting mode are now described with reference to Figs. 3-7. Furthermore, Figs. 3, 4, 6 and 7 are scenes before movement, and Fig. 5 depicts a scene after movement. In these figures, 301 denotes a player character and 302 denotes a non-player character.

**IN THE CLAIMS:**

**Please enter the following amended claims:**

Sub, B2 → 1. (Amended) A method of displaying, in a video game device, an image of a player character and images of non-player characters, together with one type of background image from at least two or more switchable types of background images, comprising the steps of:  
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predetermining a plurality of operational modes which are assigned to said player character, and preparing an image corresponding to each operational mode;  
displaying an image of the player character corresponding to any one of said plurality of operational modes and images of said non-player characters, simultaneously with any one of said background images;  
restricting the switching of said background images from the start until the completion of a predetermined particular operational mode of said plurality of operational modes; and